CSE18R272-LAB MANUAL

KALASALINGAM ACADEMY OF RESEARCH AND EDUCATION

COMPUTER SCIENCE AND EDUCATION

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Section: A5

Course name: java programming

Course Code: CSE18R272

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Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables‐a part number(type String),a part description(type String),a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable.

In addition, provide a method named getInvoice Amount that calculates the invoice amount (i.e., multiplies the quantity by the price per item), then returns the amount as a double value. If the quantity is not positive, it should be set to 0. If the price per item is not positive, it should be set to 0.0. Write a test application named InvoiceTest that demonstrates class Invoice’s capabilities.

**Source Code:**

class Employee{

String firstname;

String lastname;

double salary;

public Employee(String fn,String ln,double sal){

firstname = fn;

lastname = ln;

if(salary<0){

salary=0.0;

}

else{

salary = sal;

}

}

void setFn(String fn){

firstname = fn;

}

void setLn(String ln){

lastname=ln;

}

void setSal(double sal){

if(salary<0){

salary=0.0;

}

else{

salary = sal;

}

}

String getFn(){

return firstname;

}

String getLn(){

return lastname;

}

double getsal(){

return salary;

}

double sal(int percent){

salary+=salary\*((percent/100.0));

return salary;

}

}

public class Main

{

public static void main(String[] args) {

Employee em1 = new Employee("koti"," bitra ",40000);

Employee em2 = new Employee("koteswararao"," b ",50000);

System.out.println(em1.getFn() + em1.getLn() +em1.getsal());

System.out.println(em2.getFn() + em2.getLn() +em2.getsal());

double s = em1.sal(10);

System.out.println("Annual salary is " + (s\*12));

double s2 = em2.sal(15);

System.out.println("Annual salary is " + (s2\*12));

}

}

2.) Create a class called Invoice that a hardware store might use to represent an invoice for an item sold at the store. An Invoice should include four pieces of information as instance variables‐a part number(type String),a part description(type String),a quantity of the item being purchased (type int) and a price per item (double). Your class should have a constructor that initializes the four instance variables. Provide a set and a get method for each instance variable.

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**Source Code:**

class Invoice{

String pn;

String pd;

double p;

int quantity;

public Invoice(String pno,String pds,double rate,int qu){

pn = pno;

pd = pds;

p = rate;

quantity = qu;

if(p<0){

p=0.0;

}

else{

p = rate;

}

if(quantity<0){

quantity=0;

}

else{

quantity = qu;

}

}

void setPno(String pno){

pn = pno;

}

void setPds(String pds){

pd = pds;

}

void setPrice(double rate){

if(price<0){

price=0.0;

}

else{

p = rate;

}

}

void setQu(int qu){

if(quantity<0){

quantity=0;

}

else{

quantity = qu;

}

}

String getPno(){

return pn;

}

String getPds(){

return pd;

}

double getP (){

return p;

}

int getQuant(){

return quantity;

}

double getInvoice(){

return (p\*quantity);

}

}

public class Main

{

public static void main(String[] args) {

Invoice i = new Invoice("m41","cpu",7000,50);

System.out.println("the invoice of " + i.getPno() + " "+i.getPds()+" "+i.getPrice()+" "+i.getQuant());

System.out.println("the net amount is "+ i.getInvoice(); );

}

}